Acquire a copy of Variable Barricade and ensure you have the rePatch plugin installed.
Head into VitaShell and hover over PCSG01159, then hit Triangle > Open decrypted.
Now connect the Vita to your computer by your preferred method.
Ensure the files aren't operating system protected if connected via USB, if you don't know how to convert them, copy and paste GAME/STORY/SYSTEM.cpk to a different folder on the Vita.
Drag these three unprotected files into the "input" folder of this patch.

- data/GAME.cpk
- data/STORY.cpk
- data/SYSTEM.cpk

The folder should look like:

```
input/
  |-GAME.cpk
  |-STORY.cpk
  |-SYSTEM.cpk
```

Run the file that matches your operating system's name.
Drag the newly created repatch folder into your ux0 folder.